

CONTENTS

INTRODUCTION	3	Harder Cooperative Game	17
Expansion Overview	3	Single Adventure Game	17
Base Game, Solo Game, Modules	3		
GAME COMPONENTS	4	ALL THAT BURNS:	
		TOME OF ADVENTURES	18
EXPANSION SETUP	5	ADVENTURE 1: THE FIRST SPARKS	19
		Adventure Setup	19
CAMPAIGN GAME	6	Adventure Goal	20
Villain Cards	7		
The Campaign Phase	8	ADVENTURE 2:	
Victory and Defeat	8	THE WAY OF THE OUTCAST	22
Victory Points in Campaign Game	9	Adventure Setup	22
Upgrading Hero Starting Decks	10	Villain Rules	23
World Event Deck	11	Adventure Goal	23
<i>Interacting with World Events</i>	12		
<i>Curses in Hero Areas</i>	12	ADVENTURE 3: BURNING THE ICE	25
Quests and Quest Actions	13	Adventure Setup	25
Burning Locations	13	Villain Rules	26
<i>Burning Location Placement</i>	14	Adventure Goal	25
<i>Resting in Burning Locations</i>	14		
<i>Securing Burning Locations</i>	14	ADVENTURE 4:	
New Exploration and Movement Rules	14	QUENCHING THE MISTFLAME	28
Excess Wounds	15	Adventure Setup	28
Choosing Negative Effects	15	Villain Rules	29
		Adventure Goal	30
OPTIONAL RULES	16	CREDITS	31
Villain Sigraed in Competitive Games	16		
Burning Locations in			
Competitive Games	16		

INTRODUCTION

*Welcome back to Valskyrr! A new shadow looms over the land of sand and snow,
one greater and more sinister than what you have faced thus far.*

*From a distant city of Dathnagar, a promising young mage, betrayed and driven mad,
was exiled to the north, where she has fallen to the corruption of the Mists. Although
still not at her full strength, Sigraed already walks the path of flame and shadow,
ready to fan the arcane flames into an inferno that will consume all the land.*

Now is the time to stand together, to set aside past differences and unite.

Now is the time to prove your valour, your cunning and your resolve.

Now is the time to extinguish the foul flame, or see all you hold dear burned to the ground.

Will you find the courage to face the Mistflame?

Expansion Overview

All That Burns is a campaign expansion for *Chronicles of Frost* that consists of four cooperative or solo adventures, which can be played separately, or linked into a single story of the rise of Sigraed the Lady of Mistflame – an iconic villain and a redeemed hero of Aestemyr.

Within the box you will find a new category of Fate Cards, a set of alternate Locations and World Event cards (all of these used only in cooperative adventures presented in this book), as well as Sigraed herself: both in her three villain incarnations, as well as in her redeemed hero form.

Apart from the above, there are also new Enemies, and more useful tokens: value 5 Wound tokens, extra Reward and Skill tokens, all to be used with both standard *Chronicles of Frost* games, as well as with the adventures presented in these rules. The hero version of Sigraed can also be used as a playable character in any type of the game – and you can even pit her against her former self, to see if light shall once again prevail against the darkness.

GAME COMPONENTS

110 cards:

- » 40 Upgrade Fate Cards
- » 21 Burning Location Cards
- » 32 World Event Cards
- » 10 Starting Fate Cards
- » 6 Villain Cards
- » 1 Hero Character Card



Skill tokens.



Reward tokens.



Example of (from left) Hero and Villain cards.

20 tokens:

- » 8 Wound Tokens
- » 6 Scout Enemy Tokens
- » 4 Skill Tokens
- » 2 Reward Tokens



Example of (from left) Borderlands, Deadlands, Wildlands Burning Location cards.



Example of Enemy tokens. Wound tokens.

Examples of (from left) World Deck Event, Starting and Upgrade Fate cards.

EXPANSION SETUP

The general setup rules follow those of the standard game of *Chronicles of Frost* when played with the World Event Deck, with a few exceptions:

1. The World Event deck used for any of the adventures is composed only of the Event cards found in this expansion. Remove the original World Event deck **1** from the game.



*Unless you really want to start exploring on your own, it's probably the best idea to choose **Adventure 1: The First Sparks** as your first step into the fully cooperative game. Going on one of the later missions will make more sense – and you'll have a better understanding of the expansion mechanisms before the going gets really tough.*



Examples of (from left) World Event cards from *Chronicles of Frost* (fronts and back) and *All That Burns* (front and back).



Example of (from left) Exploration and Search (fronts and back) Quest cards from *Chronicles of Frost*.

2. Each Hero starts each adventure with only one Quest: choose to draw a random Search Quest **3**, or a random Exploration Quest **2**.
3. Each adventure introduces its own changes to the setup. In order to set up a specific adventure, refer to its own setup instructions concerning composition of the Location deck, building the World Event Deck and possibly the starting board layout.
4. If playing a campaign, new steps (detailed in the Campaign Phase section) are introduced in order for players to advance their heroes and prepare them for the next adventure.

CAMPAIGN GAME

The Campaign Game is played differently from a standard game of *Chronicles of Frost*. Here is a summary of changes, followed by a detailed description of each entry:

1. Common victory or defeat: all players form a company of heroes with a common goal: victory over Sigraed.
2. Each adventure has its own game end conditions. The first three measure the company's degree of success, which influences the difficulty of the final adventure. The final adventure can end in a common victory or defeat in the campaign.
3. Victory Points are gained differently: only the cards in a hero's Chronicle yield Victory Points, and eliminated Enemies score points according to their numbers, with specific Victory Point values of each **tokens** being ignored.
4. Each adventure is preceded by a Campaign Phase, during which players can spend earned Victory Points in order to permanently influence the compositions of their starting decks.
5. The World Event Deck has a new composition: it acts as the will of the Mists, and via the use of **Curses** creates a set of threats and challenges for the heroes to overcome – or succumb to, and end the current adventure.
6. Exploration and building the board works differently: declined Locations are either discarded or placed back on top of the Location Deck. Some Locations enter the game *Burning*, and need to be secured in order to make their discovery and rest effects available.



Example of Curse on the World Event card.





Example of Burning Location.

7. Each Hero receives only one Quest for each adventure. Each Quest can be attempted only once per campaign – after an adventure during which a hero has tried to complete it, it is removed from the game for the rest of the campaign.
8. The **Quest** Action can only be taken once per turn, between Quests, Locations and World Event (including Curses).
9. World Event cards are returned to the bottom of the World Event deck, and not retired – unless a different rule is introduced by the current adventure.

Villain Cards

The new Villain Cards all represent Sigraed. When an adventure instructs you to use one or more of these cards, make sure that all face-up cards display the correct number of heroes for your game. Return any unused copies of Sigraed's Villain cards back to the game box.

When playing a Campaign Game, disregard all Resolve  and Victory Point values on these cards – they are only used with some optional rules, and when playing the Campaign Game they should be treated as if their value was zero.

Also note that while attacking the Villain follows the rules found in the *Chronicles of Frost* rules, an adventure may introduce extra requirements for challenging Sigraed (apart from or instead of presence in a BORDERLANDS  Key Location.



Now that you got a quick rundown of the differences, the more detailed rules are explained, starting with the Campaign Phase. Don't worry if some of them make little sense now, when you've gone through the rest of the rules, they should fall in place.

The Campaign Phase

A campaign game of *All That Burns* is played in a series of two main phases: the Adventure Phase and the Campaign Phase. The Adventure Phase is a single game much like those played with the base rules of *Chronicles of Frost*. It starts with the first player turn, and ends with the end of the adventure.

The Campaign Phase is a new addition – a series of steps taken between any two consecutive adventures in the campaign. After an adventure concludes, resolve the following steps:

1. Calculate Victory Points gained by each player and add them to any Victory Points stored from previous adventures (see Victory Points in Campaign Game below).
2. Purchase *Upgrade* cards and add them to Hero Starting Decks (see Upgrading Hero Starting Decks below).
3. Return all of the cards purchased during the game back to their respective decks. Repeat this process for all Locations and World Event cards. Return Enemies to their face-down stacks.
4. You may keep all Skill tokens received during the game, excluding those generated by your *Upgrade* Starting Cards. These need to be returned to the general stock.

Victory and Defeat

Although *All That Burns* is played cooperatively, players win or lose the game only at the end of the campaign (the end of the fourth adventure). After ending each of the first three adventures, your degree of success will be measured, shaping the setup and some of the specific rules for *Adventure IV: The Mistflame*.

The fourth and final adventure can end in heroes being either victorious or defeated.

Victory Points in Campaign Game

After completing each of the first three adventures, calculate a score for each player separately:

1. Count the Victory Points of cards in your Chronicle normally – looking only at the rightmost (higher) value. Note that *Upgrade Fate Cards* do not provide any Victory Points regardless of where they end up after an adventure is concluded.
2. Count the Victory Points for your Enemy tokens using the table below.
3. Add the new total to any unspent Victory Points you have remaining from possible previous adventures to arrive at your new Victory Point total.

NUMBERS OF ENEMY TOKENS:	VICTORY POINTS RECEIVED:
0	0
1-3	1
4-6	2
7+	3

Your Victory Point total is used to purchase new cards for your starting deck, as detailed below.



It's probably a good idea to write down the Victory Point total of each hero on a piece of paper – as well as any other relevant campaign information, like the degree of success achieved in each adventure or the Quests that have been already attempted and removed from the game, especially if you don't mean to complete the campaign in one sitting.

Upgrading Hero Starting Decks

All That Burns introduces a new type of cards: *Upgrades*. They are Fate Cards that share the same colour as Starting Cards, and can be used to permanently upgrade your Hero.

An *Upgrade* card can be purchased during the Campaign Phase. Unlike other Fate Cards, *Upgrades* have a cost in Victory Points instead of Resolve. This is because they can only be purchased for Victory Points achieved during adventures (and they can be bought **only** during the Campaign Phase).

Immediately after purchasing an *Upgrade* card add it to your starting deck. Now you must permanently remove one of your Starting Cards – it will no longer be available to you for the rest of the campaign.

You may never have more than two identical *Upgrade* cards in your Starting Deck, and you may **never** have more than one of the following four cards: Arcane Power, Martial Prowess, Stalwart Faith, and Shadow Tactics.



Let's make sure you know this really well: it's easy to paint yourself into a corner with those Upgrades. So, when you remove a Starting Card, make sure you're not ridding yourself of your last option to scout or purchase new cards. Keeping a bit of balance, even in a party of four, will definitely do you well.



You may never have more than one of the following four cards: Arcane Power, Martial Prowess, Stalwart Faith, and Shadow Tactics.

World Event Deck

When playing any given adventure, only the World Event cards provided with this expansion are used. Note that the World Event cards in *All That Burns* are divided into *Stage I*, *II* and *III*. When setting up your first adventure make sure that you are using only the *Stage I* cards.

Each adventure will provide you with instructions on building the deck. Once built, the deck is placed in the offer area of the table. However, unless instructed otherwise, the World Event Deck offer starts with just one card placed right next to the World Event deck.

During the Clean-Up step of each turn, a new World Event card is drawn and added to the World Event offer. If there are other cards in the World Event offer, you must push them to the right. Each of the five positions of the offer can only hold one card. Whenever a card enters an offer space already occupied by a card, it pushes it one position to the right. This means that a new World Event entering the offer may (and often will) move a few other cards to the right.

If a World Event card is pushed beyond the final (fifth) position of the World Event offer on your turn, you must immediately place it in your Hero Area. It becomes a **Curse**.

If you already have two Curses in your Hero Area, or at least one Curse with a name identical to the one just received, your hero has been vanquished, and the current adventure ends immediately, regardless of the number of heroes in the game.



Example of the World Event cards of (from left) Stage I, II and III.

INTERACTING WITH WORLD EVENTS

While the Curse effects are not resolved as long as the World Event Cards remain in the offer, you can interact with any face-up World Event cards outside other Hero Areas. In order to interact with a World Event in the offer, simply resolve its Quest Action effect (paying all costs) to immediately perform the REWARD section of the card.



Example of QUEST and REWARD sections located on the World Event card.

Unless otherwise stated in the current adventure rules, the return effect of each World Event means it will be placed face-down under the World Event Deck, thus creating an empty space in the offer. **Do not refill the empty space with a new card now.** Draw new World Events only during your Clean-Up step.

CURSES IN HERO AREAS

A World Event card that enters a Hero Area becomes a Curse. A Curse in your Hero Area affects only you: your hero is the only one who suffers its negative effects. From now on, only you or a hero in the same Location as your hero can resolve the Quest Action printed on the World Event card in your Hero Area. The player who resolves the Quest Action of this Curse is also the player who receives any possible rewards beyond returning the card to the bottom of the World Event deck.



Watch out for those curses! While easily ignored in the beginning, they can pile up really quickly! So, whenever given the chance, try to remove them from the offer before any of them gets slapped on to you personally. Things can go sideways really quickly given the right curse – and some very wrong circumstances.

Quests and Quest Actions

During each of the first three adventures your hero will only have one Quest to complete: either an Exploration Quest, or a Search Quest. You may choose the type during setup, but it may happen that all Quests of one type are already gone, in which case there is no choice. Also, when there are more players willing to take on a Quest of a given type than the actual number of those Quests available, decide as a team who will draw a different type of Quest.

As with the base game of *Chronicles of Frost*, the Quest Action is used to interact with your Quests, as well as World Event cards. However, in *All That Burns* **you are only allowed 1 Quest Action per turn**. You will not be able to progress a Quest, secure a *Burning Location*, lift a curse or return a World Event card from the offer all on the same turn.

Burning Locations

All That Burns introduces an alternate set of Locations that find specific use in each adventure. The *Burning Locations* are added to the Location Deck during setup according to instructions of the current adventure.

Each *Burning Location* has a regular counterpart, which is set aside during setup. You can never interact with the set aside Locations in any way until the *Burning Location* of the same name is secured.



Here's a new twist to your Chronicle, which will sometimes force you to make hard choices. While completing Quests is the sure-fire way to earn more Victory Points and claim some new Fate between adventures, you should already know better than to completely ignore the Curses.

BURNING LOCATION PLACEMENT

Burning Locations, when explored, are placed in the grid the same way as regular Locations with one notable exception: they do not come with a discovery effect. Otherwise, all other rules for placing a new Location apply (including placement of an Enemy on a newly discovered Location).

RESTING IN BURNING LOCATIONS


The rest effect of a *Burning Location* is both **always active** and **always mandatory**. Even when there is still an Enemy in the Location, you still have to resolve the rest effect.

SECURING BURNING LOCATIONS

A *Burning Location* can be secured by resolving its Quest Action. Only a hero in an empty (no Enemies) *Burning Location* may attempt to secure it. Immediately upon resolving the Quest Action of a *Burning Location* remove it from the game, and replace it with a regular Location of the same name (set aside during setup). You may now use the discovery effect as if the Location has just been placed for the first time.

New Exploration and Movement Rules

There are two important differences to how exploration works in *All That Burns*:

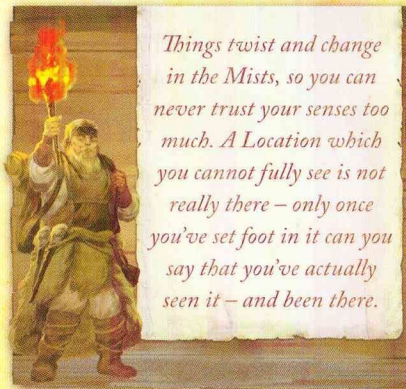
1. When using  to explore, any cards you declined can be either placed back on top of the Location Deck, or discarded (in any combination). Only after all Locations have been discarded, they are re-shuffled to form a new Location deck.

2. When exploring from a Location with an adjacent face-down Location card, you must first declare the grid space you will explore into. If it is a space containing a face-down card, that card must be drawn as if it was on top of the Location Deck. Afterwards, it may be treated just like any other Location card.
3. When moving into a face-down Location card, do not draw from the Location Deck – simply flip the card you end on face-up.

Face-down Locations are not considered explored. You may not move through them by any means without exploring them first (flipping them face-up).

Excess Wounds

While you are never allowed to exceed the number of wound tokens printed on your Hero Character Card, some effects may force you to place extra wounds in your Hero Area. Whenever such a situation occurs, simply discard the Wound 🗡️ without effect (but please see entry directly below).



Things twist and change in the Mists, so you can never trust your senses too much. A Location which you cannot fully see is not really there – only once you've set foot in it can you say that you've actually seen it – and been there.

Choosing Negative Effects

Whenever you are given a choice between two or more negative effects, and only some of them are impossible to resolve (like placing a Wound 🗡️ token when you have already reached the maximum number of wounds allowed in your Hero Area), you **must** choose one of the effects that you are allowed to resolve.



Valskyrr is a rough place. It's been rough, I'm told, since before the Mists sank their teeth in our land, so don't expect a free pass. Now it's only worse, so only in the rarest of circumstances will you be able to completely avoid nasty consequences of trying to be a real hero.

OPTIONAL RULES

All That Burns introduces four optional rules: two for the cooperative game, and two which can be used with a standard game of *Chronicles of Frost*.


Villain Sigraed in Competitive Games

You may use the Sigraed Villain cards instead of the regular Villain cards when playing a standard (competitive) game of *Chronicles of Frost*. You may add them instead of or (to make the game more challenging) in addition to the standard Villains. Make sure to observe the proper number of players when adding Sigraed to the World Event deck.

Since Sigraed cards are double-sided, they become active the moment they appear on top of the World Event deck. Each incarnation of Sigraed is treated as a separate Villain, and so must be challenged separately.

Burning Locations in Competitive Games

When setting up the game, randomly draw and set aside two or three cards from each Location type: BORDERLANDS, DEADLANDS and WILDLANDS, and replace them with *Burning Locations*. Set the drawn cards aside. Use the standard rules for *Burning Locations*.

For a more even-matched game, either make sure that all  Key Locations, or that none of them are *Burning*.

Harder Cooperative Game

If you're looking for a harder cooperative game, simply end each Adventure the moment any player would receive their second (as opposed to third) curse. You may also add extra random *Burning Locations* to the Location Deck, but exercise moderation, as this can ramp up the difficulty very quickly.

Single Adventure Game

If you want to play an adventure as a standalone, simply play it according to the rules, albeit with the following exceptions:

1. Each player may choose one *Upgrade* card for Adventure 2, two upgrade cards for Adventure 3, and 3 *Upgrade* cards for Adventure 4, and add them to their Starting Cards following regular Campaign Phase card purchase rules (only paying no Victory Points for the cards gained).
2. Each Adventure ends with either a Victory or Defeat. Players are considered to have won only if they met all of the requirements of the Complete Success section of the adventure.

